

# Steps to Setup Arcade Studio

- Install docker on the system
- Pull the latest postgres image from docker hub
- Start a new container with that image on port 5432
- Download pg4Admin or any other postgres GUI tool compatible with the OS
- Connect the DB with appropriate username, password
- Execute the attached script to create the arcade db in your local environment.
- The DB setup is now complete
- Open the arcade studio project in VS Code
- Replace the db connection config to :

```
• POSTGRES_URI=postgres://postgres:1234@host.docker.internal:5432/postgres
• PG_DATABASE=postgres
• PG_USERNAME=postgres
• PG_PASSWORD=1234
• PG_HOST="host.docker.internal"
• PG_PORT=5432
```

- Where the details are:  
postgres://<username>:<password>@<host>:<port>/<database\_name>
- Use the command “docker build -t <image-name> .” to build the project image
- After the image is built run the project with the desired port e.g. 80  
The application will be available on <http://localhost>